Exercises - Problems Sheet # 1: Functions (Recursion) Spring 2024

No. Of Questions: 7 No. Of Pages: 2

Answer the following:

- 1) Repeat the problem no. 11 in **Sheet#0** but with an 'Exit' option; that is, the program allows the user to enter new values and choose the required operations until the user chooses to exit.
- 2) Repeat the problems from 5 to 16 in **Sheet#0** using functions, and you should call them from the main. The functions should return a value to the main and the main is responsible for printing the output.
- 3) Write a program that will:
- Prompt the user to input ten integer values.
- Calculate the smallest and the greatest of those values.
- Call a function to calculate the difference between those smallest and greatest values.
- 4) Write a C program to find the sum of the first n natural numbers using recursion. Note: Positive integers are known as natural numbers.
- 5) Write a C program to check whether a number is a prime number or not, by using recursion.
- 6) Write a C program to reverse a string, by using recursion.

7) What does the following program do?

5.43 What does the following program do?

```
#include <stdio.h>
1
2
    int mystery( int a, int b ); /* function prototype */
3
 4
     /* function main begins program execution */
5
    int main( void )
6
7
     {
        int x; /* first integer */
8
        int y; /* second integer */
9
10
        printf( "Enter two integers: " );
scanf( "%d%d", &x, &y );
11
12
13
        printf( "The result is %d\n", mystery( x, y ) );
14
        return 0; /* indicates successful termination */
15
     } /* end main */
16
17
     /* Parameter b must be a positive integer
18
        to prevent infinite recursion */
19
     int mystery( int a, int b )
20
21
     {
        /* base case */
22
23
        if (b -- 1) {
24
           return a;
        } /* end if */
25
26
        else { /* recursive step */
27
           return a + mystery( a, b - 1 );
28
        } /* end else */
29
     } /* end function mystery */
```

With our best wishes: